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1	BRS	L1	1	watercolor and brushstroke	USPAT	2002/04/29 14:33
2	BRS	L2	1	watercolorization	USPAT	2002/04/29 14:34
3	BRS	L3	0	watercolor and brushstroke	EPO; JPO; DERWEN T; IBM_TD B	2002/04/29 14:33
4	BRS	L4	0	watercolorization	EPO; JPO; DERWEN T; IBM_TD B	2002/04/29 14:44
5	IS&R	L5	1	("5966134").PN.	USPAT	2002/04/29 14:52
6	BRS	L6	44920	345/\$.ccls. or 382/\$.ccls.	USPAT	2002/04/29 14:52
7	BRS	L7	1133	6 and painting	USPAT	2002/04/29 14:53
8	BRS	L8	108	6 and painting same brush\$	USPAT	2002/04/29 14:53
9	BRS	L9	23	6 and painting same (brush adj stroke or brushstroke)	USPAT	2002/04/29 14:54
10	BRS	L10	2	van adj gough	USPAT	2002/04/29 15:10
11	BRS	L11	442	6 and skeleton\$	USPAT	2002/04/29 15:10
12	BRS	L12	20	11 and painting	USPAT	2002/04/29 15:10

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	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	75	van adj gogh	USPAT	2002/04/29 12:04
2	BRS	L2	0	van adj gogh same brushstroke	USPAT	2002/04/29 12:05
3	BRS	L3	0	van adj gogh and brushstroke	USPAT	2002/04/29 12:05
4	BRS	L4	1	van adj gogh and brush adj stroke	USPAT	2002/04/29 12:33
5	BRS	L5	0	skeleton\$ same brushstroke	USPAT	2002/04/29 12:33
6	BRS	L6	587	skeleton\$ same image	USPAT	2002/04/29 12:49
7	BRS	L7	20	skeleton\$ same image and painting	USPAT	2002/04/29 12:47
8	BRS	L8	4	skeleton\$ same image and (paint adj brush or paintbrush)	USPAT	2002/04/29 12:50
9	BRS	L9	796	skeleton\$ same image	EPO; JPO; DERWEN T; IBM_TD B	2002/04/29 12:51
10	BRS	L10	2	skeleton\$ same image and (brush adj stroke or brushstroke)	USPAT	2002/04/29 12:51
11	BRS	L11	2	skeleton\$ same image and (painting or paint adj brush or paintbrush or brush adj stroke or brushstroke)	EPO; JPO; DERWEN T; IBM_TD B	2002/04/29 12:52

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TicTacToon: a paperless system for professional 2D animation

Authors

Jean-Daniel Fekete
Érick Bizouarn
Éric Cournarie
Thierry Galas
Frédéric Taillefer


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I. Computing Methodologies

↳ I.3 COMPUTER GRAPHICS

↳ I.3.7 Three-Dimensional Graphics and Realism

↳ Subjects: Animation

Additional Classification:

H. Information Systems

↳ H.5 INFORMATION INTERFACES AND PRESENTATION (I.7)

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↳ I.3.6 Methodology and Techniques

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DOCUMENT-IDENTIFIER: US 5734756 A

TITLE: Methods and apparatus for reproducing a gray scale raster represented elongate graphic image including vectorizing a skeleton of the image by determining a midpoint between two detected endpoints of the image

----- KWIC -----

TTL:

Methods and apparatus for reproducing a gray scale raster represented elongate graphic image including vectorizing a skeleton of the image by determining a midpoint between two detected endpoints of the image

BSPR:

Further in accordance with a preferred embodiment of the present invention the physical operation includes painting.

DEPR:

PROCESS 70: The periphery of the binarized graphic image is eroded until what remains is a generally one-pixel wide skeleton, although, at junctions, the skeleton is typically more than one pixel wide. The skeleton pixels are marked as such in the raster image.

DEPR:

PROCESS 90: The centerpoints, also termed herein "midpoints", of the gray image are now computed. For each skeleton pixel, the centerpoint of the gray image horizontal line on which the skeleton pixel resides is computed and/or the centerpoint of the gray image vertical line on which the skeleton pixel resides is computed. The output centerpoint, for that skeleton pixel, is the centerpoint of the shorter of the horizontal and vertical lines.

DEPR:

If the gray image horizontal or vertical line, for an individual skeleton pixel, is longer than the average width computed in process 60 then no centerpoint is computed because the skeleton pixel, in this case, is assumed to be a junction pixel. Therefore, the output of this process is a plurality of distinct sets of points. It is appreciated, however, that the above criterion for determining whether a skeleton pixel belongs to a junction is not the only suitable criterion.

CLPR:

9. A method according to claim 5 wherein the physical operation comprises painting.